

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A method of storing and playing a broadcast stream, the method comprising:
receiving a stream of a plurality of packets for multiple channels;
selecting channel packets and associated packets from the plurality of packets for a particular channel;
tracking order and time of the selected channel and associated packets;
~~separating the selected channel packets and associated packets for a channel~~
~~segment from a multiplexed the stream;~~
attaching a time stamp to each of the separated channel packets;
storing the channel packets and the associated packets;
comparing the time stamp of each channel packet to a ready time; and
if the time stamp of a channel packet equals the ready time, transferring channel
data from the channel packet and associated data from an associated
packet to a player device for presentation to a user, if the time stamp of the
channel packet equals the ready time.
2. (Cancelled)
3. (Currently Amended) The method of claim ~~2~~, 1, wherein the ready time ~~is the~~
comprises current an appropriate time of the clock to transfer the channel data and
the associated data.
4. (Cancelled)
5. (Currently Amended) The method of claim 1, wherein if the time stamp of the
channel packet does not equal the ready time, ~~further including determining the~~
~~time remaining time~~ for the time stamp to equal the ready time and pausing the

transferring of the channel data and the associated data for the remaining time
~~transferring is delayed for the time remaining.~~

6. (Currently Amended) The method of claim 1, wherein the storing is performed by direct memory access.
7. (Cancelled)
8. (Currently Amended) The method of claim 1, further ~~including removing~~
comprising retrieving the channel packets ~~packet~~ and the associated packet from storage ~~by direct memory access~~ prior to transferring the channel data and the associated data.
9. (Cancelled)
10. (Currently Amended) The method of claim ~~1, 8,~~ further ~~including comprising~~
retrieving a descrambling key from ~~an~~ the associated packet for ~~a~~ the channel packet prior to transferring the channel data.
11. (Currently Amended) A broadcast processing system for storing and playing data, comprising:
 - a) a demultiplexer to
receive a stream of a plurality of packets for multiple channels,
select channel packets and associated packets from the plurality of packets for a particular channel,
track order and time of the selected channel and associated packets,
separate the selected channel packets ~~and associated packets for a channel~~
segment from a multiplexed ~~the~~ stream;
 - b) a time stamp unit to attach a time stamp to each of the separated channel
packets;

e) a packet storage unit to store the channel packets and the associated packets;
 d) a time comparator to compare the time stamp of each channel packet to a ready time; and
 e) a transfer interface to transfer channel data from the a channel packet and associated data from an associated packet to a player device for presentation to a user, if the time stamp of the channel packet equals the ready time, if the time stamp of the channel packet equals the ready time.

12. (Cancelled)
13. (Currently Amended) The system of claim 11, wherein the ready time ~~is based on the difference of the time stamp of a first packet and a clock time~~ comprises an appropriate time to transfer the channel data and the associated data.
14. (Cancelled)
15. (Currently Amended) The system of claim 11, further ~~including~~ comprising a direct memory access controller to directly access the packet storage unit to retrieve the channel packet and the associated packet from the packet storage unit prior to transferring the channel data and the associated data.
16. (Cancelled)
17. (Currently Amended) The system of claim 11, further ~~including~~ comprising a descrambling unit ~~for decrypting to descramble a key from the a channel packet by use of an associated packet~~ for the channel packet prior to transferring the channel data.
18. (Currently Amended) A ~~computer readable~~ machine-readable medium having stored ~~therein a~~ thereon data comprising sets of plurality of sequences of

~~executable~~ instructions, which, when executed by a ~~processor~~ machine, cause the ~~system~~ machine to:

receive a stream of a plurality of packets for multiple channels;

select channel packets and associated packets from the plurality of packets for a particular channel;

track order and time of the selected channel and associated packets;

separate the selected channel packets ~~and associated packets for a channel segment from a multiplexed~~ the stream;

attach a time stamp to each of the separated channel packets;

store the channel packets and the associated packets;

compare the time stamp of each channel packet to a ready time; and

if the time stamp of a channel packet equals the ready time, transfer channel data from the channel packet and associated data from associated packet to a player device for presentation to a user, if the time stamp of the channel packet equals the ready time.

19. (Cancelled)

20. (Currently Amended) The ~~computer readable~~ machine-readable medium of claim 18, wherein the ready time ~~is a current time of the clock~~ comprises an appropriate time to transfer the channel data and the associated data.

21. (Cancelled)

22. (Currently Amended) The ~~computer readable~~ machine-readable medium of claim 18, ~~further including additional sequences of executable~~ wherein the sets of instructions, which, when executed by the ~~processor~~ machine, further cause the

~~system-machine~~ to pause the transfer of the channel data and the associate data, if the time stamp of the channel packet does not equal the ready time.

23. (Currently Amended) The ~~computer-readable~~ machine-readable medium of claim 22, ~~further including additional sequences of executable wherein the sets of~~ instructions, which, when executed by the ~~processor~~ machine, further cause the ~~system-machine~~ to determine ~~the time-remaining time~~ for the time stamp to equal the ready time ~~and the pause is for the time remaining~~.

Claims 24-25 (Cancelled)

26. (Currently Amended) The ~~computer-readable~~ machine-readable medium of claim 18, ~~further including additional sequences of executable wherein the sets of~~ instructions, which, when executed by the ~~processor~~ machine, further cause the ~~system-machine~~ to ~~remove-retrieve~~ the channel ~~packets~~ packet and the associated packet from storage ~~by direct memory access prior to transferring the channel data~~ and the associated data.

Claims 27-30 (Cancelled)